BIONICLE®

HEROES

EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

LEGO

games

eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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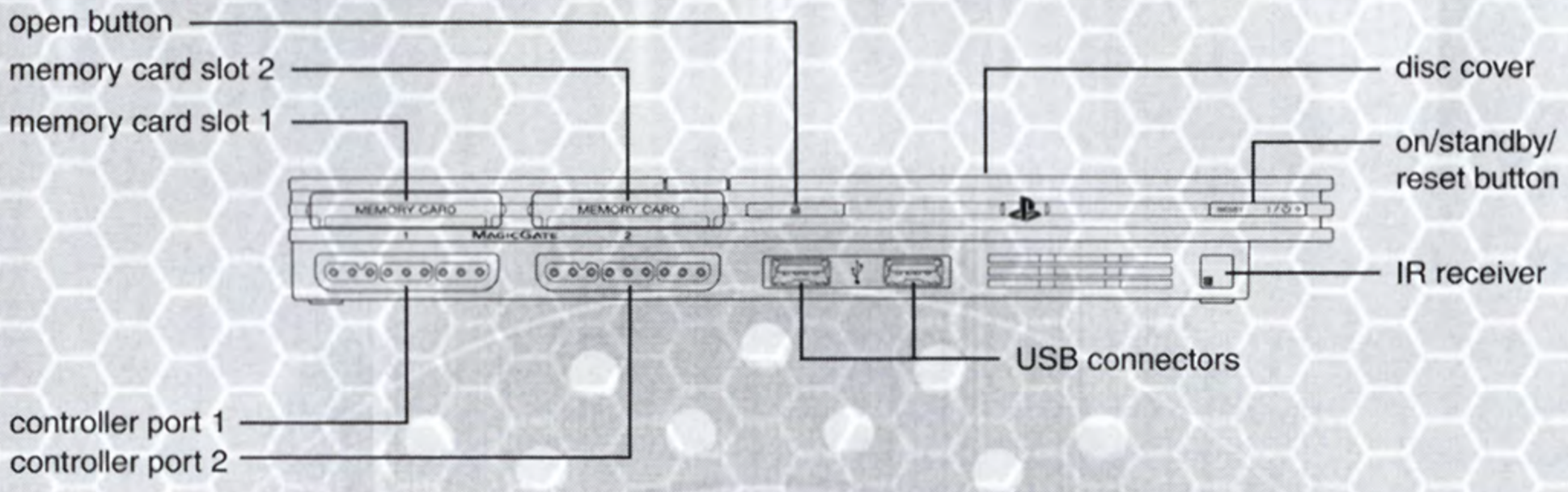
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *BIONICLE Heroes*™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

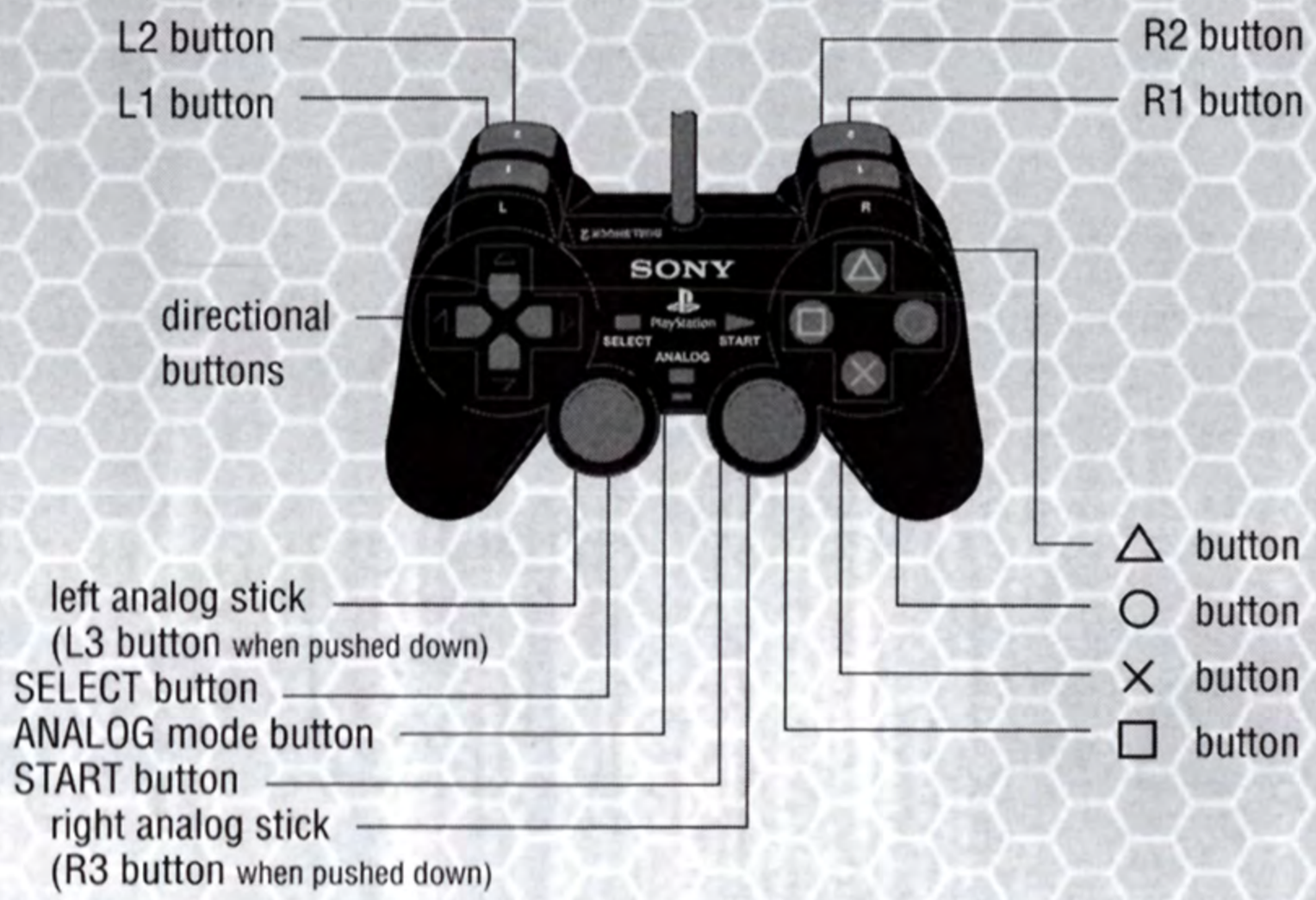
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 64KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved *BIONICLE Heroes*™ games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller's vibration function on/off in Option Mode ***(see page 5)*****. When vibration is on, the controller will vibrate in response to game events.**

MENU CONTROLS

Highlight option	left analog stick/directional buttons ⬆/⬇
Select	⊗ button
Go back	△ button

IN-GAME CONTROLS

Move TOA	left analog stick
Free Look	right analog stick
Fire weapon	⊗ button
Strafe (sidestep) left / right	R2 button (hold) + left analog stick
Change TOA character	△ button
Cycle through TOA left / right	L1 / R1 buttons
Use TOA Elemental ability	○ button
Pause Menu	START button

Welcome, Hero!

Imagine the island of Voya Nui. You are on a beach at the foot of a monstrous cliff. A line of meandering footprints leads you to a figure collapsed on the sand. As you approach, a deep rumble of thunder echoes in the distance. Exhausted, a Matoran looks up — at first fearful — but then understanding,

"I know who you are. You are the Hero," he says. You smile. With this encouragement the Matoran tells you the story.

"This land has been invaded by the despicable Piraka. They have stolen the Mask of Life! The Piraka do not know the Mask's real power, but in spite of that they have used it to take control of all the creatures on the island.

"You are the Hero. You must track down and defeat the Piraka, restore the Mask and bring peace back to Voya Nui. Here...."

The Matoran reaches into a large bag lying next to him and pulls out an ornate TOA Inika Mask.

"Collect and use the powers that the TOA Inika Masks will grant you to save Voya Nui. Hero, this is your quest!"

What You Have To Do

BIONICLE Heroes™ lets you take on the guise of the heroic TOA Inika and control their unique powers to overcome a host of different enemies. Many dangerous, aggressive BIONICLE creatures, created by the evil power of the Piraka, exist on the island. You must defeat hordes of enemies in each of the six elemental Zones of the island and then defeat the Piraka to win back the Mask of Life and return the island to peace.

Your power (as the Hero) comes from the six different TOA Inika Masks that you can find scattered throughout each level. Once you put on a TOA Mask, you assume the powers and ability of that TOA.

Don't worry — even if the task seems too difficult, you will not be left without help. *BIONICLE Heroes*™ will always prompt you on the best course of action to take: either indicating which TOA to use to make the most of a special ability, or pointing you in the correct direction to get through a level.

Main Menu

Once the game loads, you'll see four options:

- *New Game* — Start a new game of *BIONICLE Heroes*™. You'll progress first to the Save screen *(see page 16)*, and then on to the Matoran Enclave *(see below)*.
- *Load Game* — Continue a previously saved game. You will be taken back to the Matoran Enclave.
- *Options* — Adjust in-game options, including:
  - *Invert Y Axis* — On/Off
  - *Effects Volume* — 0 to 10
  - *Music Volume* — 0 to 10
  - *Adjust Screen* — Up/Down/Left/Right
  - *Vibration* — On/Off
  - *Widescreen* — On/Off
- *Extras* — Check out the following:
  - *Credits*
  - *LEGO*® Star Wars™ *II: The Original Trilogy Trailer*

Matoran Enclave

You begin your adventure at the Matoran Enclave, a large ceremonial clearing full of ancient structures, chambers, display areas, a useful shop and a nearby beach.

You'll also return here regularly to check on your achievements, upgrade your TOA and review what you've collected and unlocked in these adventures.

- Select *New Game* from the Main Menu to enter the Matoran Enclave.

Zone/Level Select Chamber

Directly ahead of you and down a long staircase is the Zone/Level Select Chamber. This has six doorways that conceal passages to the portals that will take you to each part of the six elemental Zones on Voya Nui.

To return to the Matoran Enclave from the Zone/Level Select Chamber, face the stairway and move up the stairs.

The island of Voya Nui is divided into six distinct Zones:

- *Hakann's Volcano* — Based in and around the island's volcanic zone, where you can explore caves, caverns and volcanic plains.
- *Reidak's Desert* — Set in Voya Nui's desert region, with the action also based in and around the Island citadel.
- *Thok's Mountain* — Features a landscape of rocky outcrops, cliffs, and icy mountain passes.
- *Vezok's Coastline* — Set in and around the shoreline of Voya Nui.
- *Zaktan's Jungle* — A tropical jungle bristling with dense jungle, hidden temples, waterfalls and treetop villages.
- *Avak's Stronghold* — Set in and around the ominous Piraka Stronghold.

TO BEGIN A NEW GAME:

1. Enter the Zone/Level Select Chamber. The entrance to Vezok's Coastline will open.
2. Enter this area, where you will find the four portals to the levels of Vezok's Coastline. Only Piraka Bluff is initially selectable.
3. Press the ⊗ button to start this level.

Levels

A short introduction leads you into each level and gives you an idea of whom (or what) you might encounter. Complete the three levels within a Zone to enter the Boss level, where you battle the Piraka who controls that Zone.

Initially, only one Zone is available, but as you progress, other Zones open up. Levels must be completed in sequence within a Zone, but you can play any completed level in Free Play mode *(see page 16)*.

SHOP

The Shop is opposite the entrance to the Zone Select chamber in the Matoran Enclave central square. Here the Matoran who gave you the TOA Mask is waiting, ready to sell you a number of useful items. TOA upgrades, goodies, hints for completing the game and finding special bonus areas can all be bought here with LEGO pieces collected in the game.

SHOPPING IS EASY:

- Walk up to the Matoran to browse in the Shop to see what he has to offer.
- Use the left analog stick or directional buttons to select an item.
- Press the ⊗ button to buy the selected item.
- Press the △ button to leave the Shop

CONSTRACTED ITEMS:

- An assembled LEGO piece (structure or object) is known as a *constraction*.

Some items bought in the Shop can be *constracted*. These items appear in various places in Piraka Beach.

CHARACTER SHOWCASES

Character Showcases are chambers leading off from the curved ramp running up and over the Zone Select Chamber entrance. As you proceed through a level, you will find two types of special canisters to pick up. One type of canister unlocks creatures that can then be viewed in the Character Showcase.

- Three Showcase Chambers are available to admire: the unlocked Bohrok, Visorak and Vahki.
- The fourth Showcase Chamber (on the right) lets you look at the game's sub-Bosses. When you defeat a sub-Boss (in levels 1 and 3 of any Zone), that character appears within a containment chamber in this room, accompanied by full stats and key information.

Defeated Piraka

When you defeat a Piraka at the end of a Zone, that Piraka is unlocked and becomes available to you as a playable character.

Trophy Cave

The Trophy Cave is to the right of your starting position on the Matoran Enclave. Go down the stairs and you will arrive at a chamber with three large screens. Your control of TOA movements is limited here to the directional buttons.

To return to the Matoran Enclave from the Trophy Cave, face the stairway and press the ⊗ button, or just press the △ button. The TOA will move a few steps out of the chamber, and then you will be able to use the normal TOA movement controls.

UNLOCKED BIONICLE COLLECTIBLES:

On the left-side screen of the Trophy Cave, you can view all the special BIONICLE collectibles you've unlocked in the game so far. You unlock these collectibles by picking up special canisters in the levels.

- Use the directional buttons to select a collectible.
- Press the ⊗ button to look at its details and history.

UNLOCKED CREATURES:

On the middle screen in the Trophy Cave, you can look at a 36-panel grid showing creatures you've unlocked during the game, and full details of their powers.

- Use the directional buttons to select a creature.
- Press the ⊗ button to look at its details and history.

ACHIEVEMENT WALL:

On the right-side screen of the Trophy Cave you can see the Achievement Wall. This shows all your successes during the game. Medals are issued here to the "best of the best" and *BIONICLE Heroes*™ high achievers.

GAME SCREEN

Once you enter a level, you'll see the game screen. Though generally clear and uncluttered, the game screen does show some very important information:

① LEGO Counter

② Health Bar

③ Hero Mode Charge

④ TOA Masks

⑤ Scanner (Enemy Icons, Mask Icons and Progression Direction appear in the Scanner)

LEGO COUNTER

This shows the number of LEGO pieces you've collected. Plugs, cogs and bricks can be found loose, in clusters, or within constractions (that you need to destroy in order to release the pieces). LEGO pieces also appear when you defeat enemies, perform constractions, or activate LEGO constractions.

Pick up LEGO pieces by walking over them. The pieces fly up to the top of the screen and are added to your total. Use LEGO pieces to buy upgrades for the TOA and charge up the Hero Mode gauge.

You can find three types of LEGO pieces:

- *Silver* — Most common, adds 10 to the counter.
- *Gold* — Adds 50 to the counter.
- *Blue* — Very rare, adds 250 to the counter.

Health Bar

Heart icons in the Health Bar show how much health the active TOA has. You gain Hearts as pick-ups after destroying certain enemies, but you lose Hearts as you take hits in combat. Once you lose all the Heart icons in this panel, you lose that specific TOA Mask and automatically switch to the next available TOA Mask. When you lose a TOA Mask, you also lose some of the LEGO pieces you collected. Heart icons flash when they are damaged.

- If no other TOA Mask is available, you return to your last checkpoint. (When you pass a checkpoint in any level, you will see the word "Checkpoint" on-screen.)

Hero Mode Charge

Collecting a sufficient number of LEGO pieces lets you activate Hero Mode and allows the transformation of the TOA into the Golden TOA. This bar shows the Hero Charge building up and gives you an idea of how much farther you have to go before you can kick off Hero Mode. Once this bar is full, the transformation into the Golden TOA is instant.

When you are in Hero Mode, Heart icons are shown in gold. Triggering Hero Mode creates a small shockwave around the TOA's feet, destroying any enemies within a small radius.

GOLDEN CONSTRACTIONS

A number of gold LEGO pieces can only be built (or constracted) by the Golden TOA. These flash the Hero Mode icon when you approach them if you don't have enough LEGO pieces to enter Hero Mode and activate them.

- In Hero Mode, press the ◉ button, when prompted, to perform a Golden Constraction.
- Triggering a Golden Constraction causes a golden shockwave to emit from the constraction, which damages any enemies within range. All other AI creatures (non-bosses) will become frozen for the duration of the Golden Constraction.
- Triggering a Golden Constraction uses up the TOA's Hero Mode Charge.

INVULNERABILITY

The Golden TOA cannot be affected by attacks from any enemies in the level.

INCREASED DAMAGE

The Golden TOA has the weapons of all other TOA and can switch between them (as normal), but the damage it does is considerably more extensive.

When the Hero Mode Charge runs out, the TOA returns to normal and the Hero Mode bar must be recharged from the beginning. However, you will not lose your collection of LEGO pieces; you keep these and can use them later in the Shop.

TOA Masks

The power of the six Inika TOA comes from the Masks you will find throughout the levels. The ones you pick up are shown in this panel. The Mask pulsating on the right is the currently active TOA.

- Press the △ button or the L1/R1 buttons to cycle through the Masks.

Once you have a Mask and put it on, you adopt the powers and abilities of that TOA. You lose that Mask (and all its associated powers) if you lose all its Heart icons in combat. The Mask is not lost for good; you'll be able to pick it up somewhere else in the level (look for it on the Scanner).

Scanner

The Scanner display gives you very important in-game information. You are located at the center of the rotating scanner. From here you can view the relative positions of:

- *Enemies* (red dots)
- *TOA Mask Locations* (colored Mask icons)
- *Gold Constraction Locations* (gold circles)
- *Progress Direction* (arrow)
- *TOA's line of vision* (white cone)

Each TOA customizes the Scanner screen with its own colors. The active Mask on the right of the panel pulses to remind you of your current TOA character.

THE TOA

JALLER (RED)
TOA INIKA OF FIRE

One of the fastest TOA over any ground, JALLER carries a powerful rapid-fire style weapon. He can cross lava flows at locations where prompted. JALLER is a good choice if you have to get somewhere fast!

- With his upgraded Torch Ability, JALLER can burn his way through LEGO vines.

HAHLI (BLUE)
TOA INIKA OF WATER

HAHLI is the only TOA that can go into or across water (streams, rivers, or underwater passages). Well-armored and carrying a short-range beam weapon, she has medium speed on land but is faster in water.

- With her upgraded Trench Ability, Hahli can operate water-based constractions.

KONGU (GREEN)
TOA INIKA OF AIR

KONGU can jump and perform spectacular leaps at specific locations (by pressing the ◉ button). KONGU travels quickly through the air, and has good all-round armor and strength. He wields a short-range blaster that can be slow to reload.

- With his upgraded Gust Ability, KONGU can create gusts of wind to activate wind-based constractions.

MATORO (WHITE)
TOA INIKA OF ICE

MATORO is the distance specialist. With his special ability he can pick off troublesome enemies at long range. Zoom in on enemies by pressing the ◉ button. MATORO is very slow moving across the ground and is one of the weakest of the TOA. He carries a powerful ice weapon that can be slow to reload.

- With his upgraded Freeze Ability, MATORO can create ice paths from water.

HEWKII (BROWN)
TOA INIKA OF EARTH

HEWKII is a very practical TOA who can manipulate constractions, and either assemble or break up LEGO pieces. If some type of machinery needs to be used, than HEWKII is the TOA for the job. If a LEGO structure needs to be dismantled for its LEGO pieces, that's the task of this TOA.

HEWKII can build bridges to span chasms and assemble boats and vehicles that can be used temporarily. He is one of the slowest of the six TOA across land but is well-armored and wields a very powerful stone smasher.

- With his upgraded Fragment Ability, HEWKII can fragment walls to uncover hidden treasures.

NUPARU (BLACK)
TOA INIKA OF STONE

NUPARU is the only TOA that can climb rock faces. Approach a suitable cliff (showing a climb surface) and, when prompted, press the ◉ button. NUPARU can walk up the rock face using the same movement controls as on the flat.

NUPARU has a slower movement speed but is the strongest of the six TOA. He can conjure balls of pure energy that are useful for lobbing over protective ledges (though this is not the best choice for close combat).

- With his upgraded Excavate Ability, NUPARU can dig out hidden treasures.

TOA UPGRADES

Upgrade the TOA at the Matoran Enclave shop. You can buy enhanced TOA armor, upgrade to more powerful weapons with a better fire/reload rate and upgrade a TOA's special ability (very expensive).

COMBAT

① Enemy Health Bar

② Auto-Target

ENEMY HEALTH BAR

All enemies and objects fired upon by the TOA display a Health Bar to instantly show how much damage you are dishing out. Sometimes, if your weapon has a broad spread, several Health Bars will appear at the same time. Once you inflict maximum damage, the enemy target explodes into its LEGO pieces for you to claim!

AUTO-TARGET

Your TOA will auto-target any creatures or objects you are facing. When the target is in range, a green aiming beam emanates from the eyes of the Mask and locks-on to the nearest target, object or enemy within the TOA's cone of vision. To change a target object, move your view and another target will be acquired.

SWITCHING TOA

It's very important to use the right tools for the right job. It's especially true in combat: always select the most effective TOA for the task ahead. Do you want speed? Strength? If a specific task requires a specific TOA's special ability, then you will be prompted with an icon of that TOA's Mask.

- Press the △ button or L1/R1 buttons to switch TOA and you will see the icon to carry out that special ability.
- Press the ○ button to carry out the special ability.

Pick-ups

LEGO Pieces

LEGO pieces are plugs, cogs, bricks, etc. found loose, in clusters, or in LEGO constractions (which you need to destroy in order to release the LEGO pieces). Once the pieces are on the ground, walk through or over them to add them to your total.

- *Caution!* If you wait too long to pick them up, the pieces will disappear. You can also shoot some objects or enemies from a distance and the pieces will be credited on your LEGO counter.

Look everywhere for objects, creatures, LEGO constractions, chests — anything that might help add to your LEGO counter. In some sections of a level, you might need to charge up Hero Charge Mode twice in a row in order to progress. In this case, always make sure you have some LEGO pieces in reserve that you can blast to add to your counter (and Hero Charge Mode charge).

- *Remember!* LEGO pieces are very important for charging up Hero Charge Mode!

Hearts (EXTRA HEALTH)

You can pick up Heart icons after destroying certain enemies in combat. You lose Hearts as you take hits in combat.

Unlockables

BIONICLE Collectibles

There are 100 different objects to unlock throughout all the Zones. These are found in Gold Canisters.

All collectibles that you've unlocked are listed at the end of a level on the Status Screen and appear in the Trophy Cave with full details and information.

Canisters

Each level contains a limited number of BIONICLE canisters. Two types are available:

- *Silver* — Unlockable from most levels. Unlocking five in a level unlocks enemy creatures to feature in the Trophy Cave.
- *Gold* — Unlockable from all levels, Unlocks Masks that will appear in the Trophy Cave.

More Information

Piraka

By defeating a Piraka, you will make it a seventh playable character that can be used in Free Play within its respective level.

Free Play

Once you complete any level in *BIONICLE Heroes*™, you can replay it to discover new surprises, rewards and bonuses. Only by increasing your TOA abilities, unlocking hidden characters, exploring and experimenting can you become a true BIONICLE Hero.

In Free Play, you can add to your total LEGO pieces, and any newly discovered hidden areas will be especially rewarding.

To play a level in Free Play, select it from the Zone/Level Select Chamber in the Matoran Enclave.

Status Screen

After completing a level, you will see the Status Screen, which shows full details of what you have achieved:

- Number of bonus items collected.
- Number of LEGO pieces held.
- Achievements unlocked.

Following the Status Screen, you return to the Zone/Level Select Chamber.

Saving and Loading

When you first select *New Game* from the Main Menu, you will be asked to select a Save Game slot. *BIONICLE Heroes*™ will then auto-save your progress after each level, and each time you leave the Shop after making a purchase.

To load a saved game after startup, press the START button to access the in-game Options Menu, select *Quit* and choose *Load Game* from the Main Menu. Select a Save Game and press the ⊗ button to load it.

Pausing the Action

Press the START button to pause the action and open the Pause Menu offering these options:

- *Game Progress* — Check on your progress through the game. (Available in the Matoran Enclave and Zone/Level Select Chamber only.)
- *Resume* — Return to gameplay.
- *Options* — Adjust in-game options *(see page 5)*.
- *Quit* — Exit the game and return to the Main Menu.

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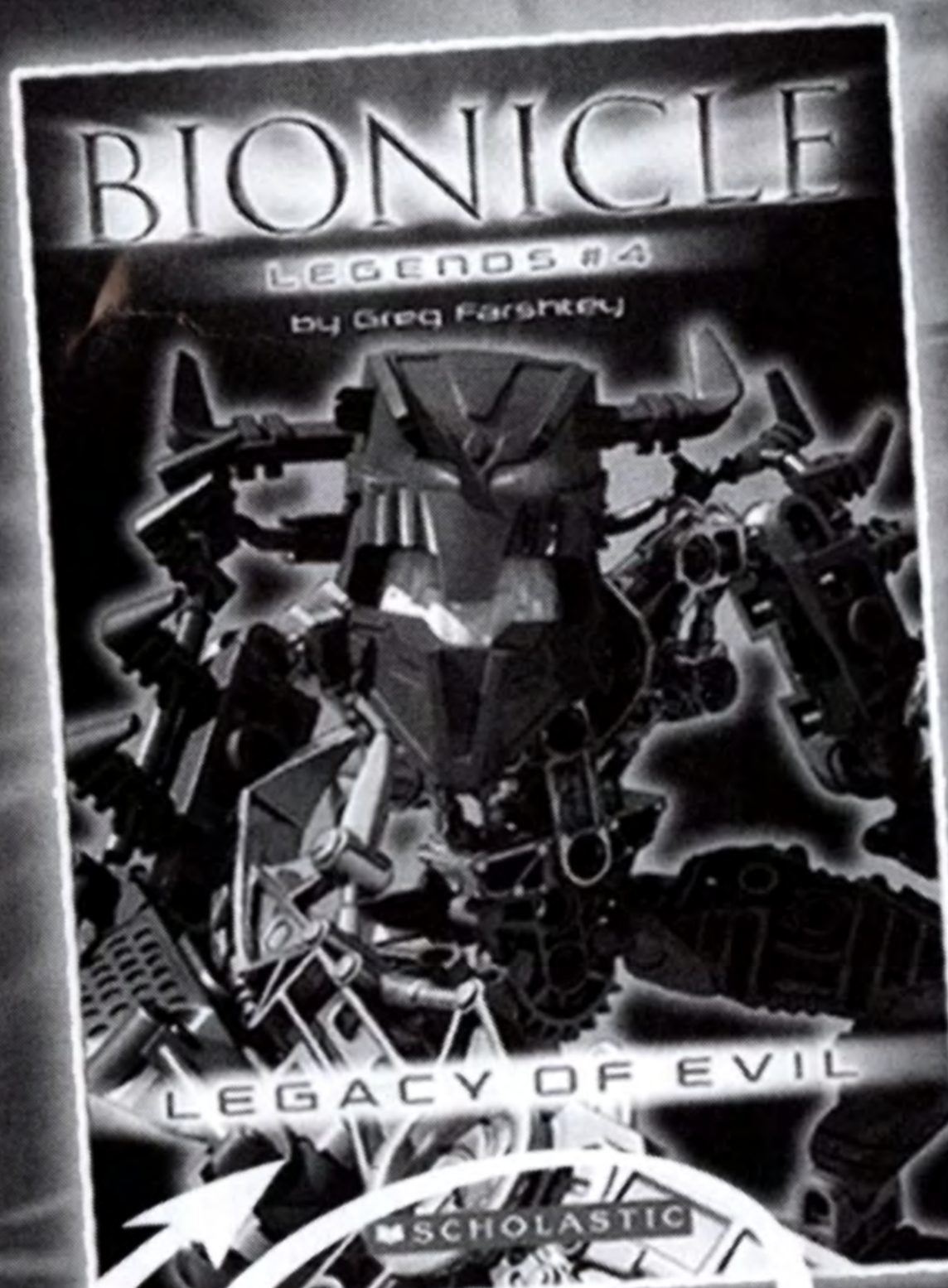

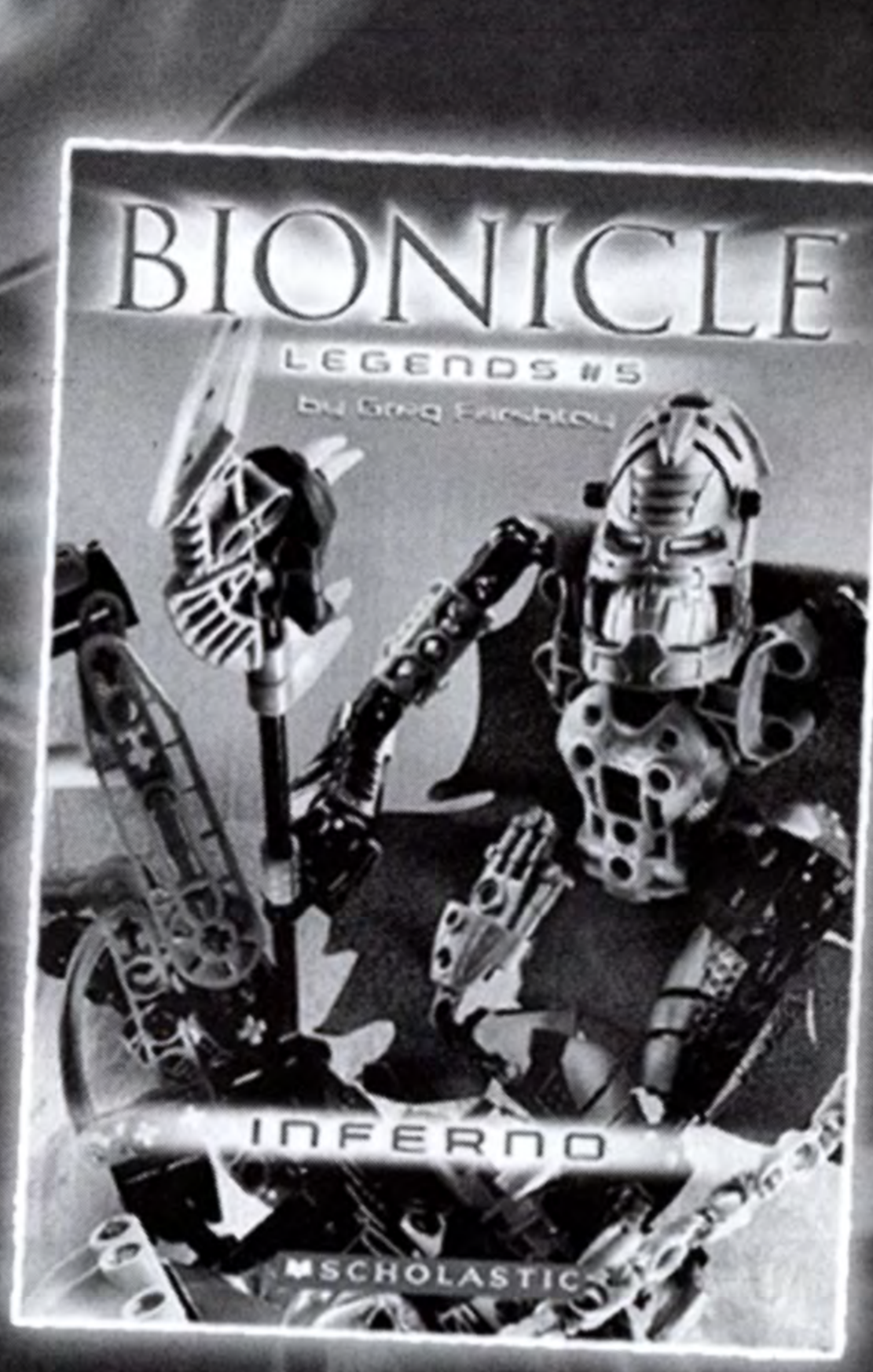

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